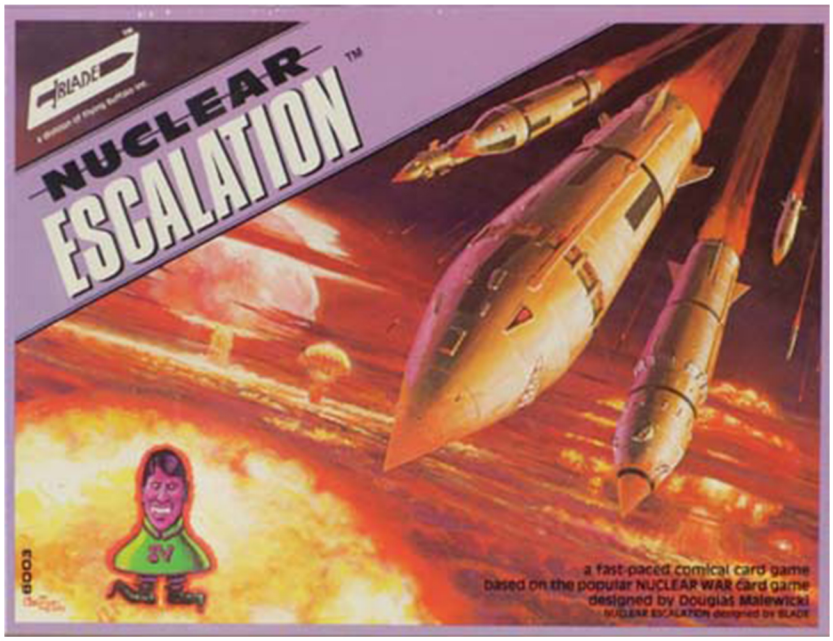


Nuclear Escalation Second Edition

Jet Interceptor

Nike-Zuse Interceptor

Sprint Interceptor

Killer Satellite

B-1 Bomber (Qty 4)

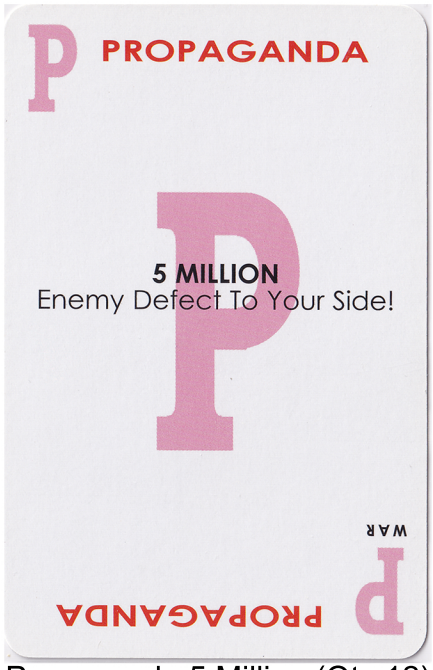
Cruise Missile (Qty 2)

Minuteman Missile (Qty 9)

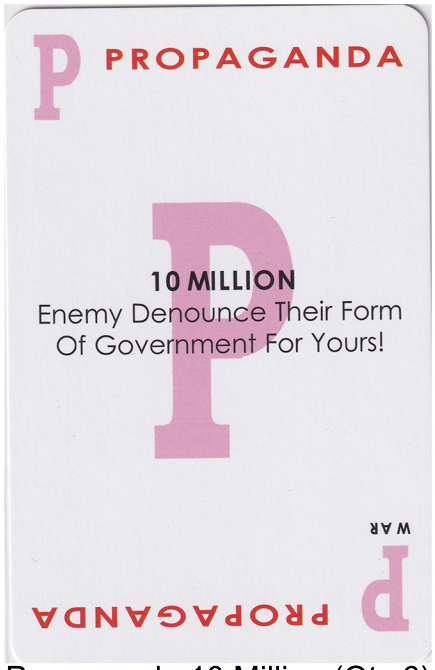
MX Missile (Qty 3)

Titian Missile (Qty 9)

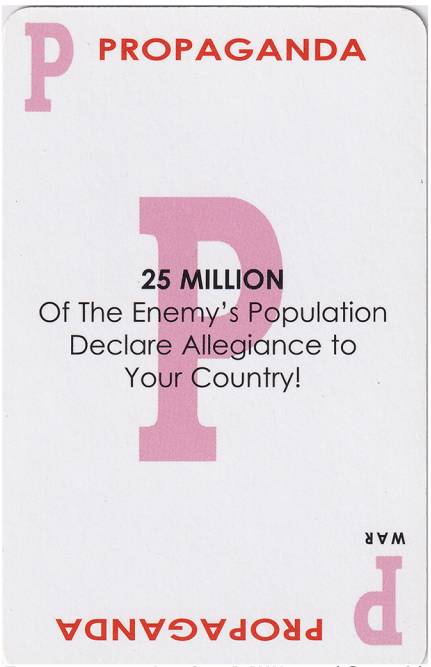
Missle - Space Platform (Qty 3)



Propaganda 5 Million (Qty 12)

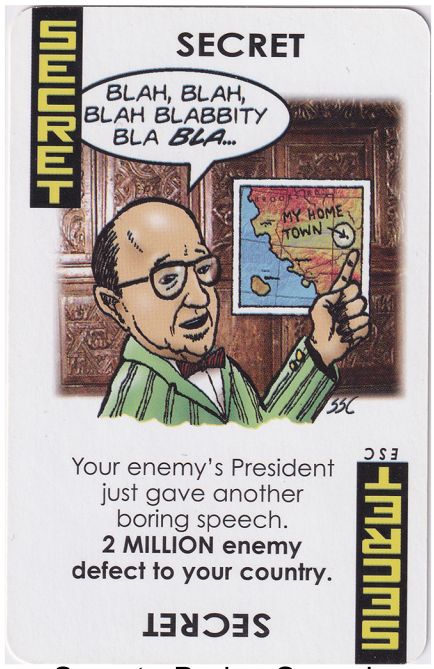


Propaganda 10 Million (Qty 6)



Propaganda 25 Million (Qty 2)

Secret - Athletic Superstar



Secret - Boring Speech

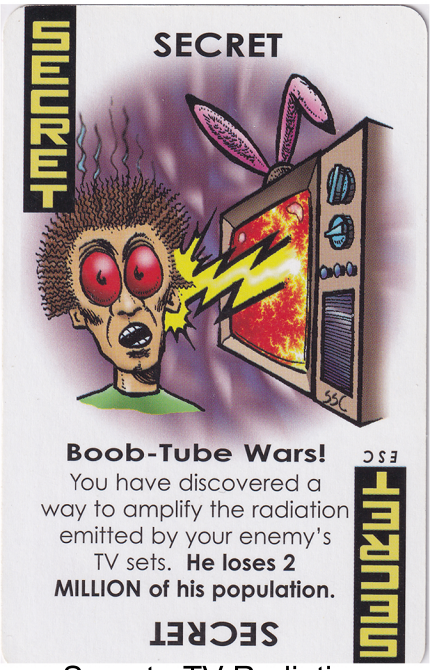
Secret - Environmentalist Protest

SECRET
Your Secretary of Culture declares Punk Rock Illegal. Angry rockers surround your capitol and close off the government.
YOU LOSE ONE TURN.
SECRET
ESC
SECRET

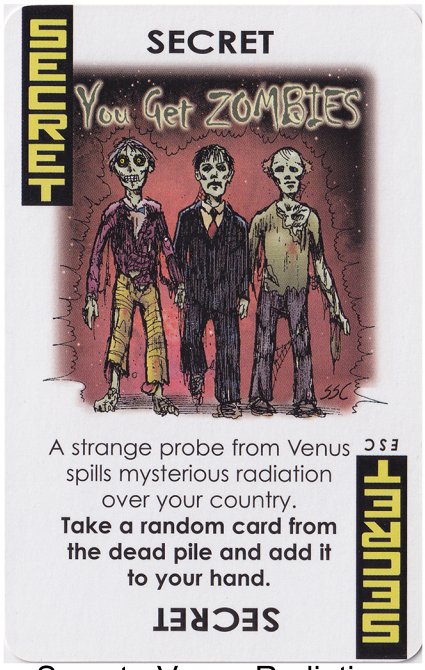
Secret - Punk Rock

SECRET
SPYTRAPPER!
If this secret is stolen by a Spy, the Spy is caught and the resultant scandal causes 2 MILLION of the embarrassed player's people to immigrate to your country. (If this card is not stolen, it has no effect)
SECRET
ESC
SECRET

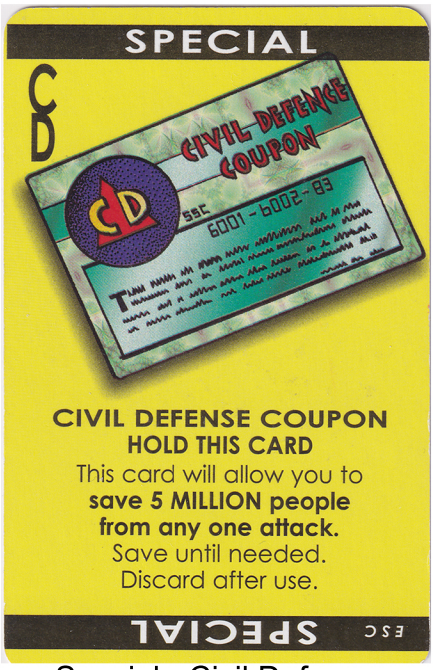
Secret - SPYTRAPPER!


SECRET
Boob-Tube Wars!
You have discovered a way to amplify the radiation emitted by your enemy's TV sets. He loses 2 MILLION of his population.
SECRET
ESC
SECRET

Secret - TV Radiation


SECRET
You Get ZOMBIES
A strange probe from Venus spills mysterious radiation over your country.
Take a random card from the dead pile and add it to your hand.
SECRET
ESC
SECRET

Secret - Venus Radiation



Special - Civil Defense

Special - Saboteur

Special - Spy (Canotier)

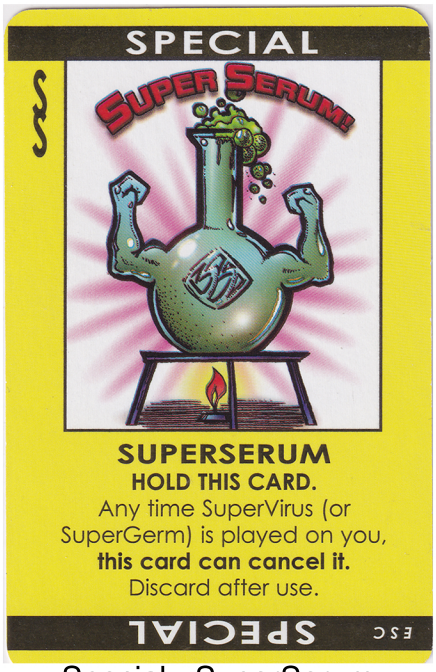
Special - Spy (Fedora)

Special - Spy (Fez)

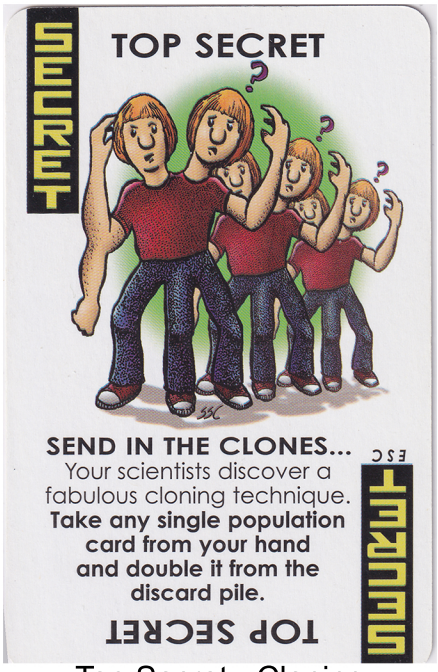
Special - Spy (No Hat)

Special - Spy (Salakot)

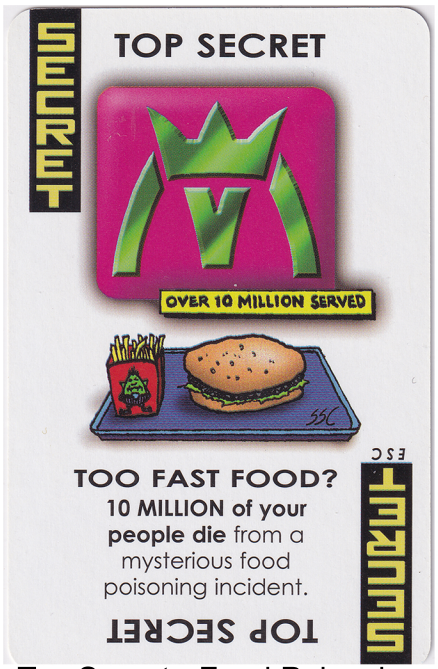
Special - Spy (Saturno)



Special - SuperSerum

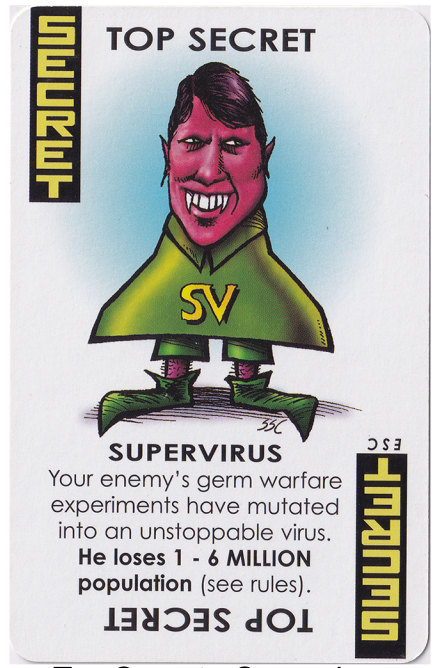


Top Secret - Cloning



Top Secret - Food Poisoning

Top Secret - Meltdown



Top Secret - Supervirus

Warhead 10 Megatons (Qty 19)

Warhead 20 Megatons (Qty 10)

Warhead 50 Megatons (Qty 4)

Warhead 100 Megatons (Qty 1)

The second edition of Nuclear Escalation was released in 2005. All of the artwork was digitized. Technology had changed a lot in the previous 20 years, so it was cleaned up, sharpened, and recolored by the original artist, SS Crompton. New artwork was commissioned for the missiles, backgrounds, and most of the explosion cards. The card design followed the pattern set by the Nuclear War Booster cards. Special cards were colored yellow, except for the Saboteur and the Spies. The series of six spies maintained their cultural overtones even after 20 years of being questionable stereotypes.

The card contents of Nuclear Escalation Second Edition were the same as the First Edition.